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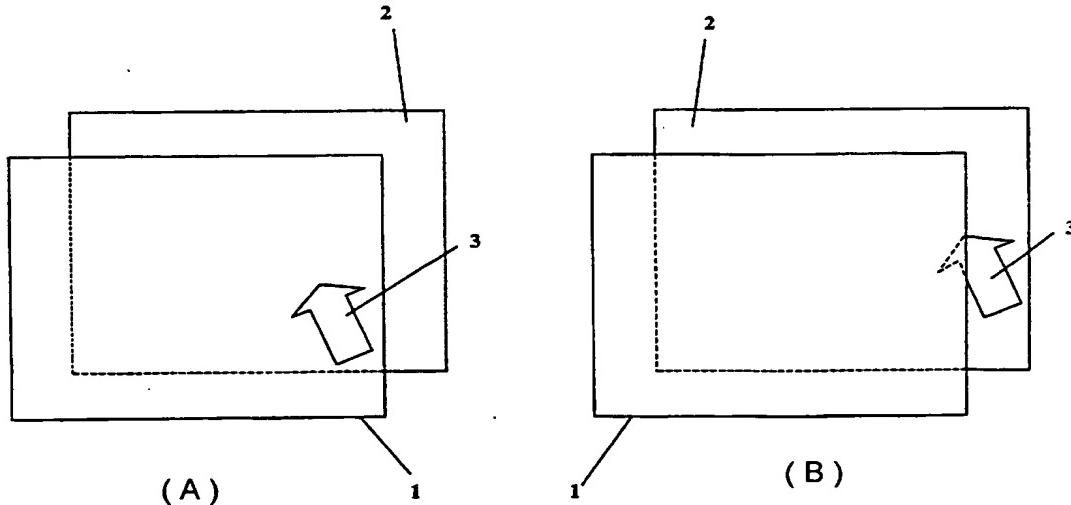
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(54) Title: CONTROL OF DEPTH MOVEMENT FOR VISUAL DISPLAY WITH LAYERED SCREENS



(57) Abstract: A multi-level visual display system has a plurality of screens (1, 2) spaced in the depth direction. A user can move a visual indicator such as a cursor (3) between the screens (1, 2), via an input device such as a mouse button. In drawing applications a visual link such as a line can be created between two screens. In game applications a user can move an image both within and between screens (1, 2), by dragging a cursor while moving it between the screens, to provide an illusion of three dimensional movement. The screens (1, 2) may comprise layered liquid crystal displays.

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